SNSP - 7N - UKV

fun 'n games™

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

SONY
ELECTRONIC PUBLISHING™

TRADEWEST
An Interactive Entertainment Company

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GETTING STARTED

☆ Turn the power OFF on your Super NES.

☆ WARNING: Never try to insert or remove a Game Pak when the power is ON.

☆ Make sure a Controller is plugged into the #1 Port on the Super NES. A Controller and the Super NES Mouse can be plugged into either port at anytime during the game.
Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.

☆ When you see the FUN 'N' GAMES™ title screen, press **Start** to begin the fun!

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

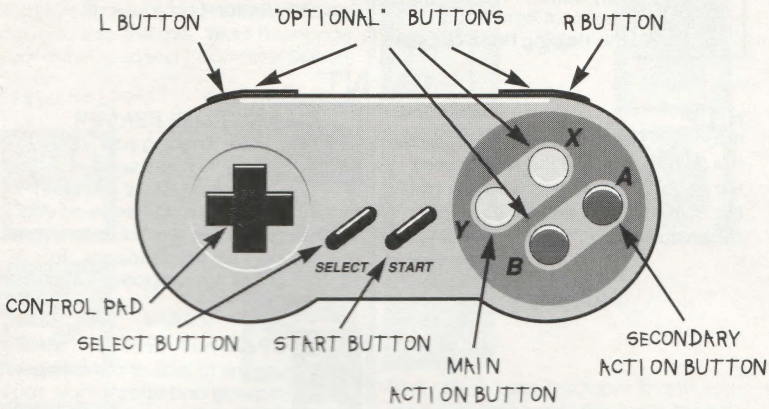
Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.
If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.
We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

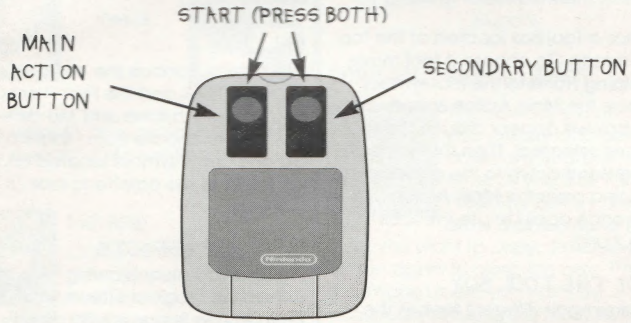
PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

GETTING STARTED

FUN 'N' GAMES™ CAN BE PLAYED WITH BOTH THE SUPER NES™ CONTROLLER AND THE SUPER NES™ MOUSE !!





ATTENTION MOUSE USERS!

CONTROLLER	MOUSE
Y Button	Main Action Button
A Button	Secondary Button
Start Button	Press Both Buttons
Control Pad	Move Mouse with your hand
L, R, B, X & Select Buttons	No Mouse Equivalent

CHOOSING AN ACTIVITY

The first screen you will see is the FUN N' GAMES™ Title Screen.

When it comes up, press **Any** Button. You will then see the 4 Activities and the **Helping Hand** appear on the screen!

Use the Control Pad on the Controller or use the Mouse to move the **Helping Hand** to the Activity of your choice. Press **Any** Button and you're off!!

PAINT

HELP!

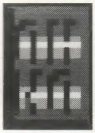
If you need help at any time, just press the **Start** button and the **Help Screen** will appear! This screen will show all of the Paint symbols and tell you what they do!

BASIC TOOL SELECTION

Paint has a Tool Box located at the top of the screen. To choose a tool move the **Helping Hand** to the tool symbol and press the **Main Action** Button. A Hi-Lite box will appear around the tool you have selected! Then move the **Helping Hand** down to the drawing board and press the **Main Action** Button once again to use the tool! Simple, huh?

INSIDE THE TOOL BOX

There are many different tools in the toolbox and each has its own symbol. Study the symbols carefully!



OH NO!

If you make a mistake the **Oh No** symbol will undo it! It will only undo your very last action.

PICTURE FRAMER

After finishing your work of art, you might want to record it on the VCR! If you don't want the Tool Box and Palette on your recording, pick this symbol before you record and they will disappear. To make the Tool Box reappear, just press **Any** Button!

UP/DOWN ARROW

Use this to look at the different drawing and effects tools. You'll find it on the left side of the tool menu.

PALETTE

The Palette controls the colour of the Drawing Tools and the Filler Paint Can. You have 15 colours and 150 different patterns to choose from - that's a lot! Use the arrow symbol located on the right side of the palette to look at the patterns.

MYSTERY EFFECTS

These are mystery drawing tools that will create magical effects when the **Main Action** Button is held down! Check it out!

EXIT

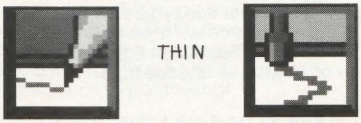
If you want to go back to the Main Selection Screen, just look for this door and go through it!

PAINT

DRAWING TOOLS

Once you have chosen a Drawing Tool, move the **Helping Hand** down to the Drawing Board. Now, press **Any** Button to draw a line. Press **Any** Button again to stop the line. Want to change your drawing speed? Just press **Select**!

STRAIGHT LINES FREEHAND LINES



Hint! Want to change your drawing speed? Just press **Select**!

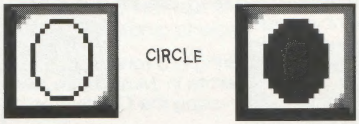
ERASER

Comes in three sizes! Select this symbol and hold down **Any** Button to clean up any mess!

Multi-Colour Spray Can. Sprays multi-coloured speckles of paint. This is one of the many Mystery Tools!

You can make cool geometric shapes with these tools!

UNFILLED FILLED



Hint! When using the Super Shape you can stop and restart the Super Shape by pressing the **Secondary Action** Button!

COPY AND PASTE LASSO

You can copy a part of your picture and paste it down anywhere as many times as you like! How? Press **Any** Button and draw a box around the area you want to copy. Press **Any** Button again to close the box. Paste the image where you want by continually pressing the **Main Action** Button. To start another box, press the **Secondary Action** Button.

Hint! Only the parts of the image with colour are copied! Also, you can hold the button down and move the cursor to continually paste the image to create a cluster or group of images!

PAINT

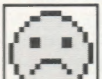
MUSIC SELECTION

When you select this symbol you can choose a soundtrack for your picture! The **Song Palette** will appear instead of the regular Palette. Note: If you play a song, the drawing sound effects will stop. To STOP playing a song, press the Jukebox Symbol again!

Bring in a song you wrote in Music by picking the Clef Symbol!

THE FILL PAINT CAN

This tool is really handy when you want to colour large or detailed areas! Just select the colour or pattern you want from the Palette, move the paint can into the area you wish to colour and press the **Main Action** Button! Pushing the **Secondary** Button will stop the fill!



Hint! You cannot fill the colour "Black". Also, don't try to fill an area with a colour that is already in the fill pattern. A frowning face will appear if you do!

THE COLOURING BOOK

If you like colouring books, then you're going to dig this! First, pick the **Colouring Book** symbol by pressing **Any** Button. A choice of scenes will then appear where the Palette is. Move the **Helping Hand** to the scene you want and press **Any** Button. There are 30 totally rad scenes to colour, so have a blast!

USE THE ARROW SYMBOL TO SEE THE DIFFERENT CHOICES YOU HAVE!

JUMBO STAMP

The **Jumbo Stamp** tool has all kinds of cool uses! The first thing you do is pick the **Super Sun** symbol. The palette will then change into the **Super Sun Palette**! There are 66 objects to choose from!

LOOK CLOSELY AT THE JUMBO STAMPS, THEY ALL MATCH UP WITH DIFFERENT COLOURING BOOK SCENES!

You can reverse or rotate the Jumbo Stamps with the Watermelon **Flip/Flop** symbol! But do it before you stick your stamp onto the drawing board!

There is also the **Import** symbol which lets you move your creations from Style into the picture you're creating!

ANIMATED & STILL OBJECTS

There are 14 **Animated** and 66 **Still Objects** that you can put into your picture one at a time! Use the **Main Action** Button!

Hint! Select your animated object with the **Secondary Action** Button and it will be reversed! Cool Trick!

Use the **Arrow** at the end of the Palette to see all of your choices!

PAINT

MINI-STAMPS

Select the **Mini-Stamp** symbol and the Palette will change into the **Mini-Stamp Palette**! Get ready to do some fancy stampin'! To choose one, press **Any** Button on the Mini-Stamp of your choice.
Hint! If you press the **Secondary** Button while on the drawing board, the stamp will move a block at a time. This helps to straighten the stamps! Press the **Secondary** Button again to return to normal stamp positioning!

STAMP EDITOR

If you want to make your own stamp, pick the **Editor** symbol! A new screen will then appear showing a large version of the last stamp you used. Use the **Helping Hand** to choose colours from the palette. Change any part of the stamp or make up a whole new one!

To rotate a stamp just select the

Flip/Flop symbol and then choose your stamp! You must do this before you stick it on the Drawing Board!

To use your new stamp, pick the **User Stamp** symbol. This stamp will only last until you turn off the SNES™!

Use the **Arrow** symbol to check-out all of your stamp choices!

Once you have finished your stamp, pick the **Exit** symbol in the upper right corner to go back to the Drawing Board!

SCREEN SWEEPER

If you want to get rid of everything on the Drawing Board, then select the **Dustbin** symbol! You have a choice of 10 wacky ways to erase the mess you just made and start all over!

MUSIC

Music has many parts, the major ones are listed below:

INSTRUMENTS & FUN SOUNDS

To choose an Instrument or Fun Sound (there's lots of both!), pick by moving the **Helping Hand** to the note you want and then press **Any** Button. The note will sound off above the **Note Star**, which is found over the piano keyboard. You can also place the note directly on the stave!

Hint! Use **Any** Button to access the menus and work the controls. The **Main Action** Button places regular notes and the **Secondary Action** Button removes notes. To place a flat note, press **Optional Button B**. To place a sharp note, press **Optional Button X.** Press **Optional Buttons L** and **R** to scroll the song left or right! If you need help, just press **Start** and the **Help Screen** will appear!

MUSIC

PICK THE EXIT SYMBOL TO RETURN TO THE MAIN SELECTION SCREEN!!

PLAYBACK CONTROLS

Use these controls to listen to the music that you have composed!

PLAY

Plays song from the beginning.

STOP

Stops the music while it's playing.

RETURN

Returns to the beginning of the music.

REWIND

Scrolls to the left of the song.

FAST FORWARD

Scrolls to the right of the song.

LOOP

This will play your music over and over! When this symbol is bright, the loop is on and your song will keep playing! Dark means the loop is off and the music will play once. Pretty cool!

TEMPO

SLOW

MEDIUM

FAST

SOUND EFFECTS JUKEBOX

Use this to choose from a list of 14 pre-written songs or your own song! You can then rearrange the selected song anyway you like!

NOTE KNOCKER

If you really want to get fancy, you can make the notes in your music Flat or Sharp! You must choose this option before putting a note on the stave! Use **Optional Buttons B** and **X**.

NATURAL

FLAT

SHARP

GROOVE DISK

This gives you 15 different background rhythms to choose from! Just click it on and find your own beat!

STAVE SWEEPER

Erases all music on the stave! Use "OH NO" in case you want your song back!

FUN SOUNDS

Take your pick of 28 totally cool sounds! Use the arrow to review them!

INSTRUMENTS

Compose and play music with any of 15 instruments!

MUSIC

STUFF YOU SHOULD KNOW

You are limited to 4 notes or fun sounds per-line and you may add notes until the stave will no longer scroll left. If the frowning face appears, you tried to put more than 4 notes/fun sounds on the line - try deleting some notes or use the **Secret Substitute Feature** to replace notes!

If you ever see this dude, it means you have too many different instruments or fun sounds in your song - It's Full! To use a sound not in the song, delete all of one instrument or use the **Secret Substitute Feature** to replace all of one instrument to another!

THE SECRET SUBSTITUTE FEATURE!!

If you choose an instrument or Fun Sound with the Secondary Action Button and then immediately choose another instrument or fun sound, all of the first notes will be replaced by the last note in the entire song!

STYLE

You can have fun two ways in Style!

Choose **Mix 'N' Match** and you'll have a blast combining heads, legs and bodies to create goofy characters! If you want to create some fresh fashions, then **Stylin' Stuff** is the activity to pick! Outfit the fashion model in something that is just your style!

STYLIN' STUFF

Check it out! Are you ready to try your fashion design skills? In **Stylin' Stuff** you're in control of the fashion world!

EXIT

To exit **Stylin' Stuff**, move the **Helping Hand** up to the **Exit** Symbol and press **Any** Button.

STYLIN' SYMBOLS

There are six different **Stylin'** symbols! Use the **Helping Hand** to highlight the items of your choice! Press the **Main Action** Button and the clothes on the **Fashion Model** will switch! Change your mind? Press the **Secondary** Button to go forward and the **Main Action** Button to go backward! If you want to take a long look at things, **L** scrolls continuously backward and **R** scrolls continuously forward!

HATS

Choose this symbol to switch hats! There is also a "no hat" option!

HAIR

Select this symbol to place a hair style on the **Fashion Model**! There is also a "chrome dome" (no hair) choice!

STYLE

PANTS & SKIRTS

Pick this symbol and watch for just the right look!

SHIRTS

Press this and the shirts will change!

ACCESSORIES

Press this symbol to make the accessories switch! There is a "no accessory" option!

SHOES

Choose this and the shoes will change themselves! Or, go barefoot with the "no shoes" selection!

DON'T FORGET!! YOU CAN MOVE YOUR FASHION MODEL INTO PAINT WITH THE IMPORT SYMBOL LOCATED IN PAINT!!

MIX 'N' MATCH

This is the place to create some of the wackiest characters you have ever seen!

EXIT

To exit **Mix 'N' Match,** move the **Helping Hand** up to the **Exit** symbol and press **Any** Button.

MIX UP CHAMBER

This is where your characters will take shape!

MIX 'N' MATCH SYMBOLS

Use the **Helping Hand** to select the symbol of your choice and then press the **Main** Button. (**Main** or **L**=Reverse / **Secondary** or **R**=Forward)

HEADS

Select this to switch the heads!

BODIES

Choose this symbol to mix-up the bodies!

LEGS

Use this symbol to change the legs!

DON'T FORGET!! YOU CAN MOVE YOUR MIX N MATCH CHARACTER TO PAINT BY USING THE IMPORT SYMBOL LOCATED IN PAINT!!

GAMES

Hint! The Games are a lot more fun to play if you use the Controller - except for Space Lazer, where accuracy is best with the Mouse!

CHOOSING A MINI-GAME

Use the **Control Pad** to move the **Helping Hand** to the game of your choice, then press **Any** Button.

EXIT

To exit or pause any game, press the **Start** Button. Three symbols will appear at the top of the screen along with the **Helping Hand**. Use the **Helping Hand** to make your choice!

RESUME GAME

RESTART GAME

EXIT TO GAMES TITLE SCREEN

SPACE LAZER

The object of the game is to defeat 5 levels of Aliens. You lose the game when your energy runs out!

HIT COUNT

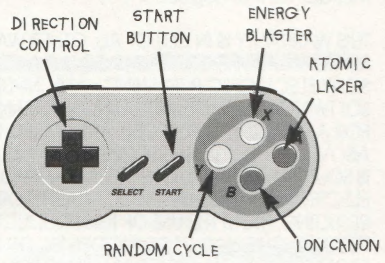
Tells how many ships YOU have hit!

RADAR

Shows you where to look for Alien Ships! **Note:** If an Alien beast lurks on the screen a few seconds, your ship will be hit by a mind blast that will steal your energy!

ENERGY

Lets you know how much energy you have left!



MOUSE MAZE

Eat as much of the cheese as you can, but beware of the cats! Good news - if you eat a bone, you turn into a dog (for a short time!) and then you can get revenge on the cats! You begin with only three mice, so move fast! You need to eat all of the cheese to complete a level! Can you make it through all 99 levels? Go for it!

MOUSE CONTROLS

Move the mouse with the **Control Pad**.

Hint!

You get an extra mouse with every 250 points!

If you eat a bone, you'll turn into a dog! The first cat is worth 10 points, the second is 20 points, the third is 40 and every cat after that is 60 big points!

WARRANTY

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